End of game and Scoring

When no player is able play any more cards, the game is over. Score as follows:

- Each Painting in your Musée: **1 point.**
- Every two adjacent Paintings of matching Theme in the same Gallery: **2 point bonus.**
- Every two Paintings of matching Theme connected by a Staircase: **3 point bonus.**
- Each Gallery Bonus Card (first to fill each Gallery): **4 point bonus.**

Remember: the same Painting can score more than one bonus if it connects to more than one other card of the same Theme in the same Gallery or by way of a Staircase!

- If players tie, the player with more Paintings in her Musée is the winner. If players still tie, then the player with more Gallery Bonus Cards claims the victory. If players still tie, they share the victory.
- The first player to win two games is the final winner.

Important general reminders

- Once you have placed a card in your Musée, **you may never move it or remove it!**
- **Pay close attention to the cards played by your opponents! There is only one unique card for each number value.** Knowing which numbers and Themes are already in play will help you decide how best to arrange your Galleries—and which bonuses to aim for!
- The designer recommends reading the title of each Painting out loud as you place it in your Musée.

Special rules for 3- and 4-player games

3 PLAYERS

- **Setup:** Use all cards (1-60). Play using three Musées, one per player. Each player's Musée consists of 10 tokens (instead of 12): 5 on the top row, 5 on the bottom. Flip a total of 5 tokens to the Staircase side instead of 6 (2 in one row, 3 in the other). Otherwise all normal rules apply.

4 PLAYERS

- **Setup:** use cards 1-50 only. Play using **two** standard-size Musées (12 tokens each).
- **Partnership play:** Players play as partners, two players per team. Players sit two on each side of the table, with no two players from the same team sitting next to each other. (One member of each team will sit across the table from her team's Musée.) Strict silence between partners must be maintained throughout the game — no conversation or hints of any sort are permitted!
- **Gameplay:** When there are only two undrawn cards remaining (one for each partnership) the partner whose turn it is may choose to take the remaining card for himself or to pass it to his partner (in both cases, the last card remains sight unseen until after this decision is made). Otherwise all normal rules apply.

Overview

Compete to fill your three-story art museum (Musée) with the most valuable arrangement of famous paintings. Players receive bonuses for displaying paintings of matching theme (suit) next to each other in the same Gallery, or by using connecting Staircases, whose pattern changes each game.

Setup

Each player prepares his personal Musée by displaying 12 Chandelier/Staircase tokens as shown here (10 in 3-player games). Agree on six tokens to flip Staircase-side up (all Musées must match the same pattern of tokens). Begin with 5 Paintings per player; each Painting shows a unique Exhibit Number.

On your turn...

A. Remove one Painting from your hand and display it face-up in your Musée.

- You may place this card anywhere, so long as the Exhibit Numbers of all Paintings in the same Gallery increase in numerical order from left to right. *You may skip numbers and spaces between Paintings.*
- **Bonuses:** Adjacent paintings of the same theme in the same Gallery score 2 bonus points (cards 28 and 38 above). Matching Paintings connected by a Staircase score 3 pts (18 and 38 above). The first player to fill a Gallery with Paintings scores 4 points.
- If you cannot display a Painting, you may not play any more cards for the rest of the game. *The other players may keep playing until they can no longer display any Paintings!*

B. Redraw one Painting. *You should now have five cards in your hand again.* The player to your left now goes. The game ends when no player can play any Paintings. Score the game as shown below

ACKNOWLEDGMENTS

A gallery filled with thank-yous goes out to all Kickstarter backers! Find more thank-yous at the designer's website, ***alfseegert.com***

Alf Seegert's Musée

2–4 PLAYERS · 8+ AGES · 30 MINS.

See the last page for a helpful rules summary!

In this fast-paced card game, you collect impossibly valuable works of art and put them on display in your own personal art museum, the *Musée*. The only problem is that your opponents are doing the very same thing! Each gallery must be organized properly by exhibit number, but to succeed you must balance your passion for order with the need for public acclaim. Impress visitors by tastefully positioning works of art side-by-side showing similar themes. Make sure you don't get too greedy for applause, though — doing so might disorganize your collection and keep you from displaying any more paintings! The first player to complete each separate gallery will open the exhibition early and receive extra recognition. The player who displays the most compelling combination of artworks in the most artistic manner is the winner.

Components

- 60 Large Musée Cards displaying fine-art paintings ("Paintings" hereafter)
- 3 Gallery Bonus Cards
- 30 Double-sided Tokens ("Chandeliers" and "Staircases" hereafter)
- 4 Rules Summary cards
- This rulebook

Musée includes sixty unique fine art images from artists ranging from the fifteenth to the early twentieth centuries, all licensed through Bridgeman Art Library.

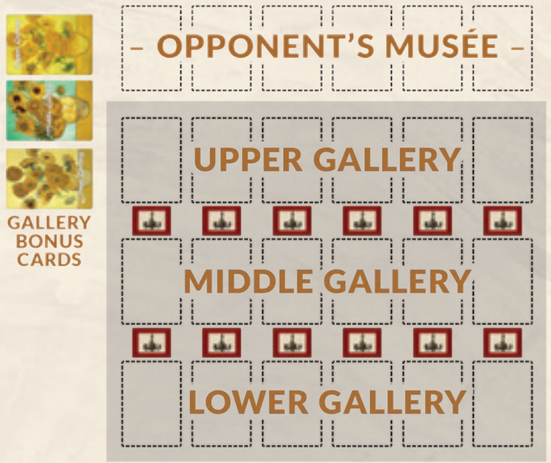
Overview

Players compete to fill their Musées with beautiful Paintings of landscapes, seascapes, animals, architecture and people. Players display these Paintings in three different Galleries. Although players have many choices about where to place their cards, Paintings in the same Gallery must never be placed out of sequence based on the exhibit number of each Painting. Adjacent Paintings of the same Theme attract extra attention and score bonus points. In addition, the first player to complete a Gallery receives a Gallery Bonus Card.

At the end of the game, players score **one point** for each Painting in their Musée, **two points** for each time two Paintings of the same Theme are next to each other in the same Gallery, **three points** for cards that share a Theme connected by a Staircase, and **four points** for each Gallery Bonus Card. The player who scores the most points wins the game!

Setup

1) **IMPORTANT: In 2- or 4-player games, remove cards 51-60 and return them to the box. These cards are only used in 3-player games, as marked on the card.**
2) Give each player twelve Chandelier/Staircase Tokens. Create your Musée by arranging these Tokens in two rows — six tokens each — as shown below. For the moment, turn all Tokens Chandelier-side up.
3) Players now jointly agree to flip any 6 of these Tokens to the Staircase side: 3 on the top row, 3 on the bottom. **Each player's Musée must show exactly the same arrangement of Chandeliers and Staircases.** *The first time you play, flip the even-valued tokens in the top row and the odd tokens on the bottom row to create alternating Staircases.*
4) Shuffle all the Paintings and deal a hand of five cards to each player. (Shuffle thoroughly!) *Keep cards secret from your opponents.*
5) Create a Draw Deck: stack the remaining Paintings face-down to the right within reach of all players. Lay out the three Gallery Bonus Cards on the other side, each one facing up.
6) The player capable of uttering the word "Musée" in the artsiest tone of voice begins. After the first game, a player who lost the previous game begins. ***See page 5 for special setup and gameplay rules for 3- and 4-player games.***



Paintings may go above and below each Token in the areas marked with dotted lines.

Chandeliers represent divisions between Galleries of your Musée.

Staircases (on the flipside) show connections between Galleries.

What to do on your turn

On your turn, you MUST perform these two actions in order:
A. Remove one Painting from your hand and display it face-up in your Musée.
B. Redraw one card and end your turn.

RULES FOR PLACEMENT

- Cards in the same Gallery must be arranged in **ascending order** from left to right, based on the Exhibit Numbers in the upper-left corner of each Painting.
- Put another way, if all spaces in a Gallery are empty, you may put a card in **any** empty space of that Gallery. But if a card is in that Gallery already, then the new card must go to the right of the existing card if the new card's value is higher, or to the left of it if the new card's value is lower. *For example, if a 25 is already in play in a Gallery and you want to play a 35 card in that same Gallery, it must go in one of the spaces to the right of the 25.*
- You may skip as many numbers and spaces as you like between Paintings as long as they still go in correct order. *For example, you may place a 25 immediately to the right of a 5 if you like. You may also put a 6 more than one space to the right of a 5 if you like.*
- You may never "pass" or discard a card! If you cannot play a Painting legally, you may not play any more Paintings this game! ***The other players may continue playing turn after turn until they can no longer display any Paintings.***
- When no player can play a Painting, the game ends. Proceed to SCORING, p. 5.

Example: displaying a painting

This 14 card may be placed in any of the blank spaces shown here. ***The spaces marked with an "X" are illegal placements.***

THEME BONUSES (SEE EXAMPLE ON PAGE 4)

- Paintings come in five different Themes (suits), indicated by the color of the card.
- The five Themes are **Landscapes** (gray), **Water** (blue), **Persons** (red), **Architecture** (yellow), and **Animals** (green). *Note: a card's Theme is determined by the dominant feature of the Painting. Paintings may also include elements of other Themes. All cards of the same Theme regularly increase in number value in increments of 5.*
- **Matching cards score a 2 point bonus when placed directly next to one another in the same Gallery.**
- **Matching cards score a 3 point bonus when they are connected by a Staircase.**

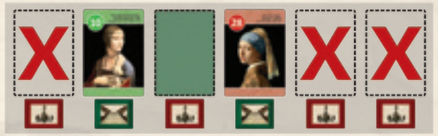
GALLERY BONUSES

- If you are the first player to fill the Upper, Middle, or Lower Gallery, claim the appropriate Gallery Bonus Card and place it in front of you next to this Gallery. It scores a 4 point bonus.

Ending your turn

After you have displayed a new Painting in your Musée, redraw one face-down card from the Draw Deck and add it to your hand of cards. (You should now have five cards again.) Play proceeds with the player to your left.

Example: Theme Bonuses



By placing this 13 card in the space highlighted in green, two cards of the same Theme will be ***adjacent*** *(13 and 28). The player will score a bonus of* ***2 points*** *at the end of the game.* ***"X" marks illegal placements.***

Important: the same painting may be used more than once when claiming bonuses!

By placing this 38 card in the space highlighted in green, two cards of the same Theme will be ***adjacent yet again****. (In this case, 28 and 38). The player will score an* ***additional 2 points*** *at the end of the game.*

By placing this 18 card in the space highlighted in green, two cards of the same Theme will connect through a ***Staircase*** *(28 and 18). The player will score an additional bonus of* ***3 points*** *at the end of the game.*